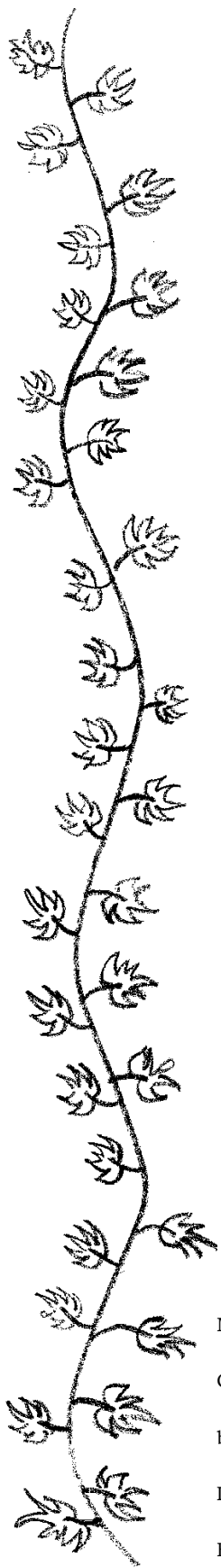


MUNDI ANIMALIA

*Four
Cinematic
Lenses*





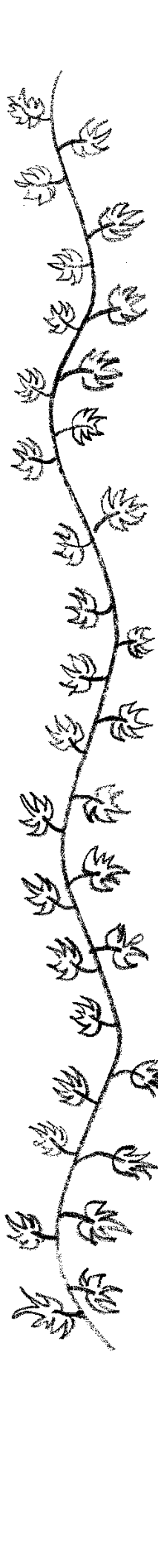
Mundi Animalia Four Cinematic Lenses

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by T. Craig Drake

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A lens is a specific type of *Mundi Animalia* game that doesn't quite match up to others. It takes an 'old idea' and gives it a new twist, to get more mileage out of your current *Mundi Animalia* rulebook. The thing that makes these lenses so useful is how they allow the GM to use existing material already provided for *Mundi Animalia*, but in a slightly different format.

The Pink lens is all about cool. A pink animal must find a proper balance between being cool and being funny, all without saying a word. The Red lens is all about happiness. It shines in the bright world of early childhood adventures that teach a lesson in happiness and sharing. Conversely, the dark and morose humor of Blue lens animals can never be cloudy enough. These stories never end well for anyone involved. Finally, the yellow lens highlights everything in a politically satirical slant. It is largely about allegory.

Pink Lens

Imagine if you will, that the whole world has turned to a nice shade of pastel colors; Shepherd Blue, Hazy Pink, Ponderous Green and Shocking White. The world is almost silent, since no one says a word. But if you know how to listen, you can hear the jazz music in the background. In fact, the better you can hear the jazz music, the better you can look cool. Looking Cool is as important as being funny. Sometimes it can be hard to do both, but hey, you're Pink, so you can handle it.

Note, it is entirely possible to have a self depreciating humor so that the character

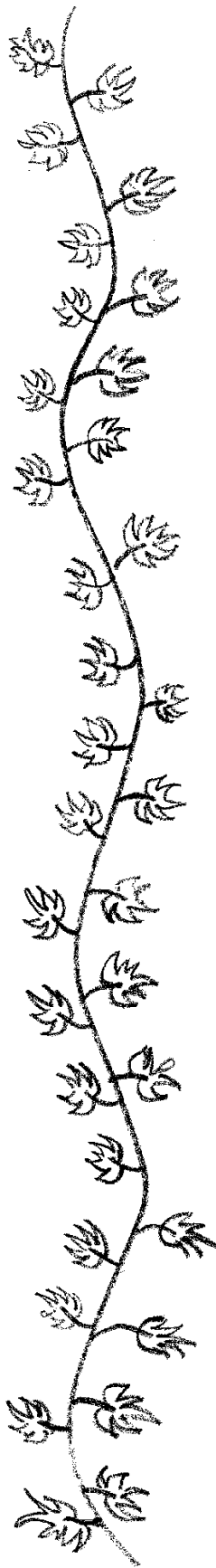
always steps in buckets, falls off buildings etc. and still look cool doing it. It is all about the timing and how it falls into the cosmic rhythm of the jazz music playing in the background.

In actual game play, the key to doing this is narration. The player narrates what their character does, but never uses dialog. They can describe what they are doing with narrative flare, such as "Harvey takes the umbrella and waves it around as he tries to walk on the telephone wire, but he blinks sardonically, for though he is scared, he tries to cross it anyway." Note, if absolutely necessary, the character can make a single descriptive sound such as, "Arg!" so long as it is not an actual word. However, this kind of behavior is not as utterly cool as complete silence. Ultimately, the characters that are silent should get more points than those that do not.

The other thing that is very important to the ending of the adventure is irony. While it is possible for one character to 'win' over another, the superior ending involves the most cool and ironic ending possible. For example, in a pink lens game, if a Cat and Dog are fighting over dominance for a yard, a development company could come in and turn the whole thing into an apartment complex.

Ambiance for a Pink Game

The host (who may or may not be the GM) should set the proper mood for running a Pink game. There are several possible methods of doing this. An ideal setting for playing the game would be in an area with sixties art deco style, such as at an art or coffee house. Since this might not be possible, obtaining a few



European or sixties or seventies props and placing them at the center of the table might also help set the mood.

The most important thing about setting the mood properly for a pink game is the music. While music in the minds of the players might be potent, a properly selected sound track will help put them on the same page. Something involving lots of flutes or horns would be particularly helpful. The important thing is that everyone involved feel cool.

Other little details such as incense or a small smoke machine couldn't hurt either. Lava lamps, bell-bottoms, tie-die or any other wardrobe to help bring the players back to a more pure time of Pink and Coolness would be ideal. Some refreshments should be fine but nothing that is going to make a ridiculous mess. The host may also want to provide a pair of sunglasses for everyone to wear. It is extremely hard not to look cool while wearing sunglasses.

Running the game in the game in the proper format is of vital importance. Sitting around and letting players argue the rules interpretation of a particular skill is never a good idea in a Mundi Animalia game, but in a pink Mundi Animalia game it will absolutely kill things. There are a variety of ways to accomplish this, but the easiest is simply the understanding that this kind of distraction is distinctly uncool. If the player is acting sufficiently uncool, then their character should also be docked for it. Pink is all about cool. Being a jerk is uncool.

Another possible method of bringing the true understanding of cool is to have the villain be the ultimate straight man. By

having the antagonist trying to behave in an uncool fashion, the characters can be made to seem even cooler by acting in a fashion that is directly the opposite of the straight man. The GM may also want to consider keeping the sessions for a Pink game pretty short; down to one or two hours. Keeping cool for too long can stress some people. Better to have an hour of pure coolness than three hours of cool most of the time interrupted by 'Hey, does anyone mind if I go to the store for five minutes to get some chips?'

Adventure – The Great Concert of Cool

The year is 1969. The atmosphere is utter coolness as all of the greatest bands in the world have come to participate in the concert advocating Peace and not War. The only problem with this, however, is that the Man has cleverly arranged for only utterly uncool bands to be involved with the concert. It is the vital mission duty of the characters to enter the concert, get their name on the list and play their incredibly cool world altering music. Doesn't sound so hard to do, except that the Man will be opposing them every step of the way.

Name: The Man

Kingdom: Domestica

Species: Human

Attributes –

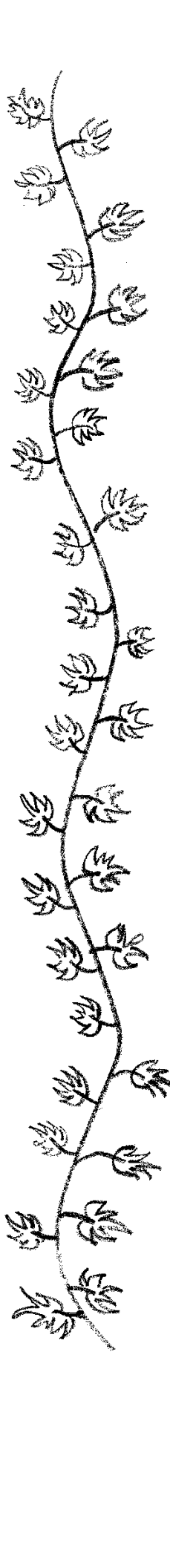
Physical: 2

Mental: 3

Emotional: 3

Spiritual: 1

Social: 2



Species Traits –

Size: 6

Speed: 5

Senses: 2

Traits:

Alert

Very Stubborn

Supernatural Powers -

Anthropomorphism – 4

Technology - 2

Scene 1 – Arriving at the concert

The concert is taking place in a farmer's field. There are literally thousands of peace loving fans out in the audience, all eagerly awaiting to hear the music that they are sure they will remember for the rest of their lives....assuming they remember anything about the concert at all.

The GM should throw in a few encounters with enthusiastic fans who are eager to hear the characters play. It should be noted that the music from the uncool bands should begin to play whenever the characters are just at the height of their game. They knew why they were coming in the first place, but now it should be PERSONAL. If it can be done quickly enough, the characters should try to do this two to three times, with the uncool music interrupting them in the most annoying and degrading ways possible. The important thing is to show the characters the absolute importance of getting on that stage and showing people what really cool music is all about.

Scene 2 – Getting on the list.

The list is a piece of paper that is kept right next to the stage. The order of the

bands is really simple, every band on the list gets on the stage. If the characters can find a way to pencil in their name, then they get on the stage, no questions asked. The problem being that the Man is keeping a very close eye on the list. In fact, after the first few unsuccessful tries, he will eventually wear the list around his neck.

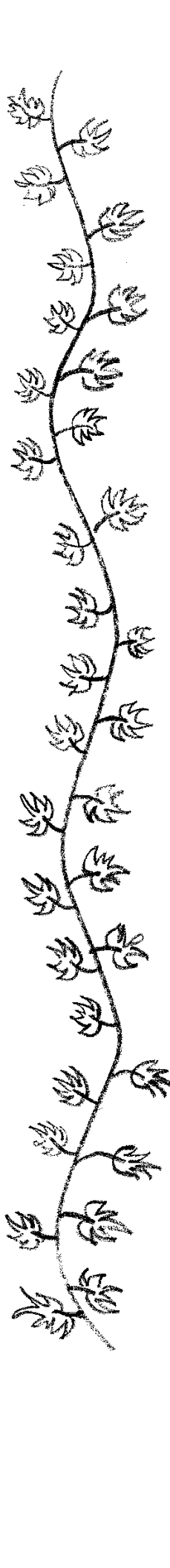
The Man is everywhere. A montage of short, goofy (but cool) attempts by the characters to get their names on the list might be most appropriate here. The Man will NEVER cross a name off the list once it is on, but he will go to utterly ridiculous lengths to keep anyone from putting their name on it. The list is the list. It must not be changed.

The Man is not tremendously creative. He will generally react to what the characters try to do. If the characters try to distract him, he will eventually put a guard dog by the list. If the characters try to bribe him, he will put out a sign that says, 'No bribes'. He may eventually collect a huge box of pencils to keep anyone from being able to write on the list.

Scene 3 – Playing their music.

If the characters are all in different bands, they may try to upstage one another. The important thing is that their music is cool and they have to convey that coolness to the audience. This is, after all, the The Great Concert of Cool, the great and pivotal moment of history. It is the center of the cosmos and it is vitally important that they convey this in their actions.

The GM may want to consider allowing the characters to use cut imagery and



scenes to convey what their music is saying (such as 'The music shows a peaceful sandy beach with children playing and having a groovy time'). The important thing is that all of these scenes are COOL and funny at the same time.

Scene 4 – Wrapping Up

The party is over. Everyone needs to pack up and go home. The GM should be sure to have the groupies thank the characters for profoundly changing their lives. If the GM feels that the characters have been sufficiently cool, then even the Man may put on a pair of sunglasses and conform to their way of thinking. This is all about the perpetual effects of their cosmos.

End the episode by flashing forward twenty years showing most of the groupies in yuppie uniforms, driving expensive cars and generally forgetting their roots, only to hear the characters music and remember a happier time.

Plot Ideas:

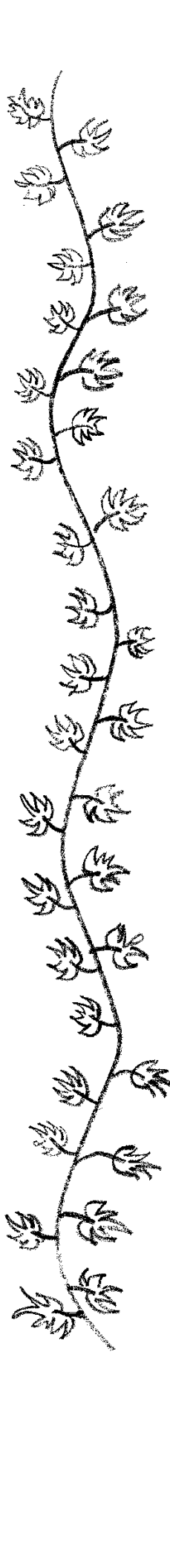
The Apartment: The characters have all been promised a low rent apartment in the middle of the city. The landlady is a bit daft, so she signed contracts with all of the characters at the same time. The problem is that there is only room enough for one person in the apartment. When the Land Lady's son find out about the conflicting contracts, he talks to her and gets her to agree that whoever does the most to help fix things around the apartment complex will get the apartment. At the same time, the characters need to move their stuff out from the street lest it get towed away. An ideal way to end this adventure

would be for the Land Lady's nephew to show up and get the apartment instead.

The Dance Contest: A simple dance contest in the local club shows one character trying to upstage another. Of course, when a troop of professional dancers show up and begin to show the characters who is REALLY good, can the characters pool their resources and upstage the newcomers? Proper music is particularly important for this one.

The Cabin: A series of serene cabins in the woods are being bothered by heavy lumbering. The characters could work for the lumber mill (to chop down trees), be trying to take a vacation, or simply live in the forest and don't want their home chopped down. The ideal circumstances would involve someone being struck by lightning for no visible particular reason whatsoever.

The Ship: The characters book passage on a yellow cruise liner. The main cargo hold contains several animals (particularly a hoard of monkeys and beetles) that eventually get loose on the ship. The characters may try to protect the animals or simply eat them depending on what their species and nature are.



Red Lens

Everyone deserves to be loved. In the world of a Red Lens adventure, there are very few truly evil people. Most people are simply grumpy or misunderstood or delusional in some way. It is up to the characters to make them see the double ungood not happy nature of their ways and to try to cheer them up. Protagonists in Red Adventures are often agents of a particular benevolent emotion or concept, such as 'The Mercy Lizards' or 'The Sunshine Sheep'. Any powers that the characters have must only be used for the good of people who need their help.

While not always the case, adults and children often vary considerably in a Red Lens. Children are often the only people who know what is truly going on in the world. Adults typically fall into two categories; responsible or stupid. Responsible adults don't generally know what is going on, but provide a Positive Reinforcement Role Model to all children around them. Stupid adults are rarely mean (though occasionally crabby) but they are often simply incapable of properly understanding the circumstances of the children. They never believe children, no matter how blatant or strong the evidence, unless it is the end of the Red Adventure and the time has come for the Lesson to be learned.

The MOST important aspect of a Red Lens Adventure is that there must be a lesson involved. Indeed, the more an animal can highlight the importance of this lesson through the course of their actions, the more points they should receive. It is important for a Red Lens animal to be funny, but they must be

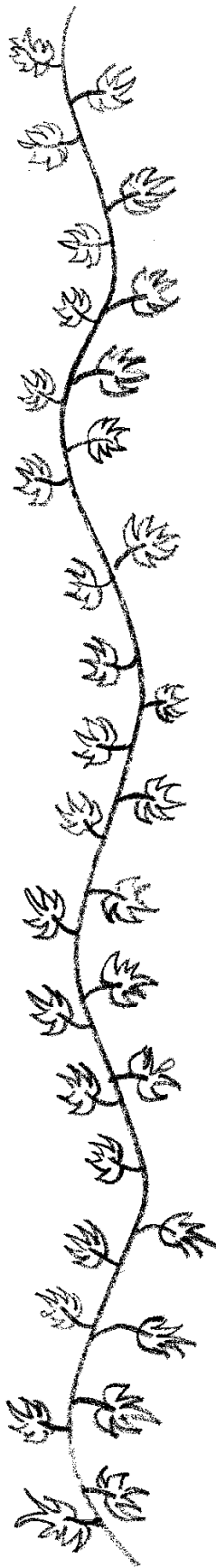
funny in a cute and morally correct loving way. Indeed, cute is king in the Red Lens Adventure. The cuter they are at what they do, the more successful they should be. Cute animals like rabbits, bears, ducks, cats etc (though this is often subjective to the viewpoint of the GM) should be automatically more successful than those that are aggressive, tough or seemingly 'strong'.

Villains in Red Lens adventures are more often than not personifications of negative concepts that are the opposite of the characters. A good rule of thumb is that there should only be one competent (or scary) villain, who has a sidekick that provides comic relief (so they don't get too scary). Red Lens villains will often overlook obvious things for the sake of plot, and while sometimes capable of intelligence, they will be selectively stupid as necessary to ensure that the good guys win.

In a Red Lens adventure, the good guys ALWAYS win. If there are conflicting goals between good guys, then they are all resolved by the end of the adventure no matter how bizarre the combination. Everyone must get along by the end of the Adventure. If the bad guy is ahead, the forces of Plot will always bend themselves, sometimes in the most ridiculous manner imaginable, to ensure that things work themselves out.

Ambiance for a Red Game

There are several things a host can do to spice things up for a Red Lens game. Balloons and other children's party favors can help. Indeed, inspirational sunshiny children's music (particularly if it is from a Red Lens style adventure sound track) can make a huge difference.



The room should be brightly lit. The host may also consider obtaining several cute stuffed fuzzy toys and plastering them all about the room.

While the prodigious use of alcohol might be tempting, it may decrease from the sense of concentrated essence of innocence. Indeed, for a proper Red Lens game, there is no such thing as too much cute. One method of potentially generating a proper mood for a Red Lens game would be to serve Cupcakes, Short cakes, and various types of ice cream and candy.

Some players may have severe temptations to put things into a Red Lens game that do not belong. Indeed, there are so many methods of doing this, that it is difficult to even begin listing them all (for example: Almost anything military, burning said small fuzzy stuffed animals, melting plastic dolls in the microwave, belching at particularly inappropriate dramatic moments, placing various props around the room in distinctly non innocent poses, etc). The important thing is that the GM does everything possible to keep players from doing this kind of thing to maintain the spirit of the game.

The good news about a Red Lens Game is that length is not a problem. Indeed, while most children's shows are of a relatively short time span, some of them have multiple ending points.

Furthermore, children like to watch the same show over and over again. There is nothing stopping a group from running the same adventure multiple times to help the adults playing their characters a proper sense of parental involvement. If anyone has a disagreement about the rules, then these can easily be resolved

by a group hug with anyone involved. Hugs that induce blackouts generally spoil the occasion.

If the players continue to get out of line, then the GM should give them the GM Stare. This stare must be firm but loving. It should not be frightening, but they must know that the GM means business. After all, the entire fate of the Red Lens adventure world is at stake here. If this fails, cry. If crying fails, look at them with puppy dog eyes. If that fails, the poor souls are clearly beyond the wonderful potential healing qualities of a Red Lens game.

Adventure – Crabby Old Lady
Hinkledinkle

Name: Crazy Old Lady
Hindledinkle
Kingdom: Domestica
Species: Human

Attributes –

Physical: 1
Mental: 2
Emotional: 4
Spiritual: 2
Social: 4

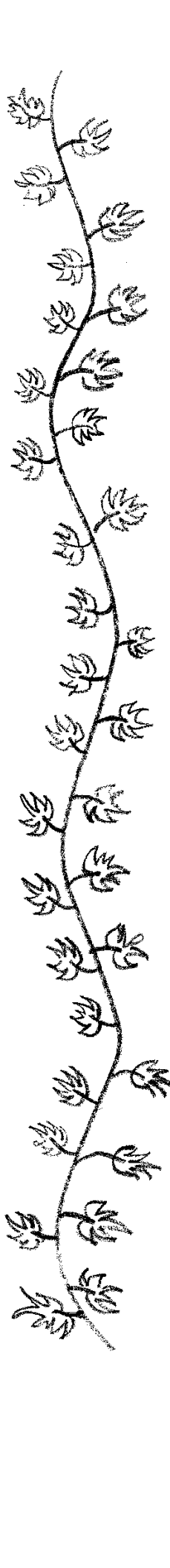
Species Traits –

Size: 6 Speed: 5
Senses: 2

Traits:
Creative
Adroit Liar
Potent

Supernatural Powers -

Anthropomorphism – 4
Technology - 2



Scene 1 – The Dare

The characters all know each other and get along, except for mild (but cute) disagreements between them. Their good friend Izzy the Marmoset is speaking with them while getting ice cream and at one point brings up the scary house on the hill. He says that house belongs to Crabby Old Lady Hinkledinkle who likes to eat little kids and [insert whatever the other characters are here].

If any of the characters disagree, then Izzy will talk them into going to find out. It doesn't matter what they roll to resist. They must go to investigate the house to either prove that Izzy is right or wrong. In fact, characters that attempt to move away from the house will find dozens of cute and yet frightening things to force them to do so. For example, if one of the characters just walks away, they will find a puppy that has had its foot caught in a landmine. The tag around the puppy's neck says, "If you find me, please take me to Crabby Old Lady Hinkledinkle's house."

Scene 2 – She May Be More than She Appears

While the characters are approaching the house, they will hear Crabby Old Lady Hinkledinkle shouting, "I'll make you pay for that" while they see her shadow beating something to a pulp with a stick. A short while later, a frighten child runs out of the house. The child is very fast and difficult to catch. The characters may attempt to find the child and talk to them but the child is too traumatized to talk.

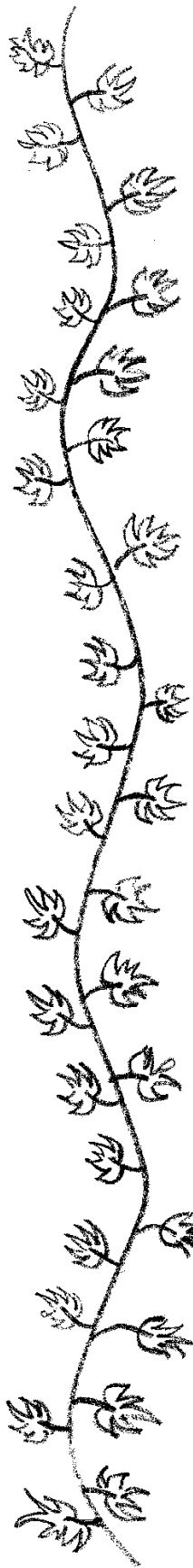
If the characters ring the doorbell to talk to Crabby Old Lady Hinkledinkle, she will answer the door in a very vexed fashion, demanding to know who they are and what they want. She will not be rude if no one is rude to her but will correct their grammar, point out flaws in their clothing or posture, and generally attempt to improve their physical and verbal demeanor as much as possible rather than addressing the subject at hand.

If the characters are persistent, then she will eventually break down and admit that she was cutting up potatoes for the stew, but she cut her finger and took it out on the poor table. She feels badly for beating the table up in such a fashion. The child was her grandson, Hirkie, who was traumatized by not being able to have his favorite tomato and potato stew.

Scene 3 – The Sweet Smell of Cookies.

Crabby Old Lady Hinkledinkle invites them all inside to help her bake cookies for dinner. The smell is absolutely delicious and should be very difficult to resist. Any characters succumbing to her temptations will immediately be put to work performing various tasks around the kitchen. At first, her baking appears harmless but she wants to put in more outrageous ingredients. This should start out small, but bizarre (Mustard, Spinache etc), to the unusual (Tomato Juice, Tuna Fish) to the outrageously dangerous (Anti Freeze, Turpentine etc).

An observant character may notice that Crabby Old Lady Hinkledinkle squints whenever she reads the label. She is an adroit and skillful liar so if one of the characters confronts her on it, she will



merely say she meant to put a particular ingredient in for flavor or to counter the properties of another batch. If the ingredient is particularly disgusting or deadly, she'll throw out the old batch and start a new one. At one point will she admit she needs glasses.

At some point while going through her books, a prescription for glasses will fall out of one of the pages. If the characters confront her on it, she will still deny that she needs glasses. However, if the characters search her house they will find a pair of glasses, or if they get the prescription filled then they can also get a pair. If the characters manage to trick her into putting them on, she will be utterly flabbergasted and shocked!

Scene 4 – All's Well That End's Well

If the characters find her glasses, then she will look at the world in a whole new light, and realize how being stubborn for what is good for you is bad. If the characters never find her glasses, then she will reveal that she DOES have perfect sight and that the bizarre ingredients she put in her cookies really are good. Either way, the story ends happily.

If the characters were particularly thoughtful and got involved with remaking the tomato and potato stew, then the adventure must end on a special musical number about love and how much caring is good for everyone. The key here is to either make people make the lyrics as they go along, or (even better) write them out ahead of time and then hand them out at the end. The character that sings the loudest wins.

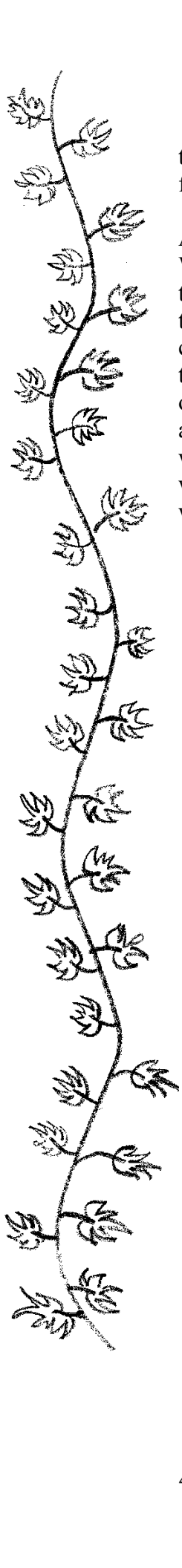
Finally, there should be a small scene at the end about the lessons learned that day. Everyone should recite the lessons their character and those other characters learned. Then the GM should end the session by explaining how one can learn more about these lessons by checking out their local library and reading more about them.

Plot Ideas:

The Dump a Grump Mump – A lousy mound of evil bad feelings has solidified on Every Day Ordinary Street and is turning things into a heaping hulk of unhappiness! It is up to the characters to learn the secrets of this thing and turn them against him. If they are successful, they'll turn him into the Happy Dappy Drumpel Frumble Grim. Then everyone on the street can dance and be joyful.

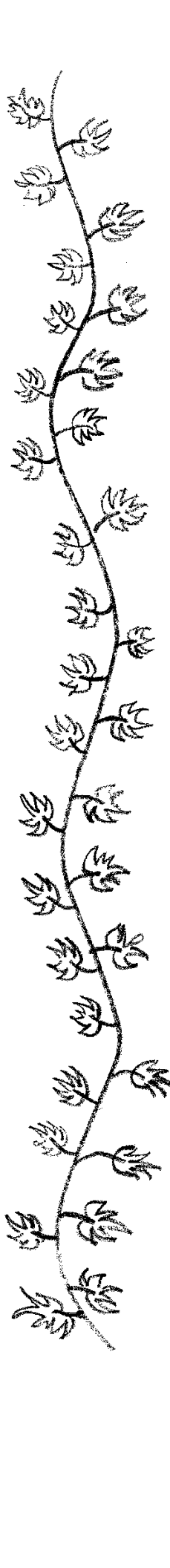
A New Friend – A new friend has come to town. This friend should be unusual or different than everyone else, possibly menacing. Indeed, the more frightening and 'evil' looking their appearance, the better. They will have all kinds of inexplicable behavior, but it is merely the New Person being friendly. At the end, all will be revealed as being a simple misunderstanding and everyone will laugh now that they are all such good friends.

Joyful Seasons – It is December. There are many many holidays that all kinds of cultures celebrate during this time. The characters get together to teach a group of curious children all about the way these holidays are celebrated around the world. They must convince Yorp that there really is a Generic December Festive Occasion, and that in the spirit of



the season he should be nice to his fellow personages.

A Royal Decree – The King of Whatshappenistan has declared a treasure hunt. The first character to find the treasure will have his fondest wish come true. While it might appear that there is conflict at first, a series of obstacles force them all to work together and be an example for others. Then, when they have finished, the treasure will be revealed to in fact be Love, for what greater treasure is there than that?



Blue Lens

There is misery in the world. It is the job of Blue Lens animals to explain the proper and true meaning behind the phrase, "At least it couldn't get any worse." With them, there is always a worse. Even death itself isn't ultimately a sufficient barrier, since things can continue to get worse after that. Despair and futility are the name of the game here. It is vitally important that they understand that their actions have no meaning. There are several methods of accomplishing this, from the blatant (trying to move an immovable rock) to the subtle (doing a good deed to help someone, seeming to make a difference, only to have that action end up killing the person they were trying to help through a series of convoluted events.)

The colors of the Blue Lens adventure tend to be dark, gray and shaded. It would be preferable if it were raining all the time, though a pallid overcast sky with no moisture could actually be more miserable. Ennui is a feeling that must be conveyed at all costs. It is only through the cleansing of misery that one can truly understand one's lack of definite happiness.

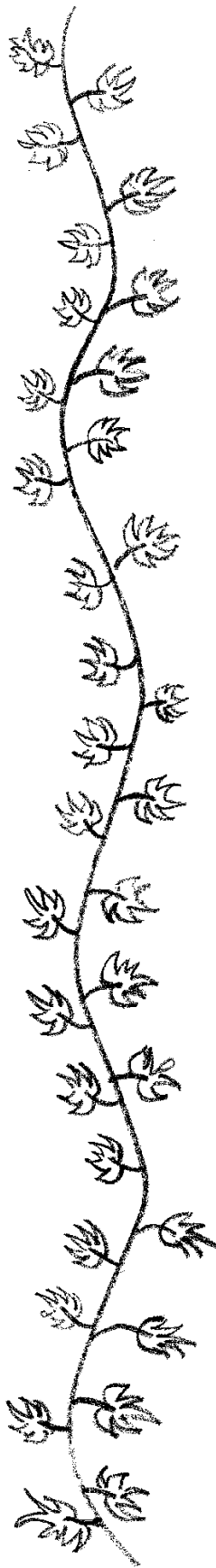
There is no limit to the amount of despair that a Blue Lens game may contain. It is therefore of importance to do what it takes to bring their hopes up as much as possible, only to bring them crashing down. This will require an in depth knowledge of both the player and the character's motivations. For example, if a character likes fish, ensuring that they constantly smell fish just beyond their reach will build up their hopes.

There are very few people in the world who really believe that the problems of others are worse than their own. A Blue Lens will show them that. It is not merely about 'despair' it is about agonizing, teasing, gut-wrenching despair. While there is no limit to the despair, sometimes less can be more. Thus, a carefully balance amount of light and happiness can distract the character temporarily from their impending fate only to have it come crashing down on them in the end. Perhaps the best example of this would be the play Oedipus. Without going into sordid details about the plot, the key lesson to be applied here is the fact that in the very act of trying to avoid a prophecy, the King instituted his own destruction. In cereal commercials, the protagonist is always trying to obtain a brand of cereal, but never actually obtains it. This cycle never ends. Thus too, the Blue Lens theme of an animal never ends. They simply cannot win, no matter how hard they try.

The final question one might ask would be, why play a Blue Lens game at all? Who would deliberately want to be depressed? And yet, the reflection of the lens is apparent in all forms of media. A Blue Lens game is still funny, but it is the darkest of humor. For many people, this is the only form of humor that they can appreciate.

Ambiance for a Blue Lens game

The temptation on the part of a host might be to have the entire room in shades of black and gloom, but nothing is farther from the truth. While not going to the extremes of a Red Lens game, the host should still make sure



that the location of the game is as comfortable as possible. The host might consider putting up various motivational posters (or posters that mock those posters) and scatter various self help style 'You Can' books about the table.

The host is encouraged to provide a wide variety of salty or dry foods but with no water. Hang a sign about the sink that says, "Out of Order" so that the characters will have the chance to get thirsty, but without a chance to parch their thirst. This will enable them to identify more with their characters.

Argument is encouraged in a Blue Lens game, though it is futile. They may argue with fate all they want. They may curse, thrash, moan and whine, but the world doesn't care. They are still doomed anyway. Ending the game should consist of mocking the game itself, for its pretentious belief that it could properly reflect or capture the total despair and gloom that is contained within the world itself.

A final option might be to turn the temperature way up or down. If you get complaints about this, explain that it is part of the ambiance of the game. Of course, one should probably use common sense to avoid antagonizing the players too much. It is one thing to make the characters miserable, it is another entirely to make the player's miserable solely for the sake of Ambiance. The wisest course would probably be to ask first.

The Great Adventure of Pointlessness

Scene 1 – The Quest Begins

Name: The Haha Bird

Kingdom: Domestica

Species: Ambiguous Bird

Attributes –

Physical: 4

Mental: 4

Emotional: 4

Spiritual: 7

Social: 4

Species Traits –

Size: 3

Speed: 2

walking/10 Flying

Senses: 10

Traits:

Fanatic

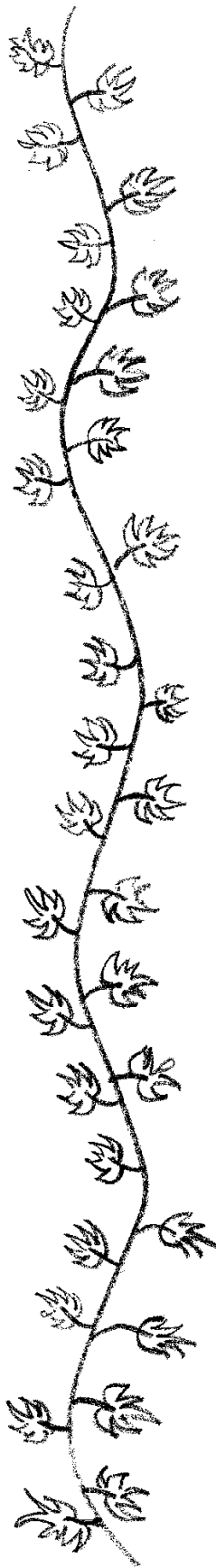
Potent

Supernatural Powers -

Magic-4 [Applicable only to the plot. It does not perform magic in the conventional sense, but rather does ridiculous or improbably things to get away from or to harass the characters]

The characters are all drawn together by fate. This will be a bit of a challenge, depending on what their individual motivations are. But ultimately, their destinies must be tied to that of a single feather possessed by the magic Ha-Ha bird. This feather is a beautiful golden feather that is visible quite prominently from its tail, though the specific species of the bird is somewhat questionable.

The bird, as is to be expected, does not want its tail to be taken. It will tease the characters with its tail, only to speed off at ludicrous distances as soon as they approach. The bird does not



communicate in any way save that of its highly annoying cackle, “HAHAHA.” This call will occur from anywhere, almost as a disembodied voice. It will particularly occur when the characters do something to humiliate themselves in any way.

The bird will lead them across several fields, roads and shopping centers. Feel free to have the characters assaulted by angry people, carts, and random debris. The bird itself is known to deposit its extremely natural calling card with great accuracy. In the event that any of the characters can fly, this does not stop the Ha-Ha bird from inflicting misery from the hidden depths of a conveniently placed nearby cloud. The bird must frequently appear. This must occur frequently enough to keep the characters constantly trying to catch it, even though they can’t.

Scene 2 – A Meaningless Diversion

Name: Sam Ham The Pick Up Man

Kingdom: Domestica

Species: Pig

Attributes –

Physical: 2

Mental: 4

Emotional: 3

Spiritual: 1

Social: 4

Species Traits –

Size: 6

Speed: 5

Senses: 4

Traits:

Adroit Liar

Persuasive

Socially Perceptive

Supernatural Powers -

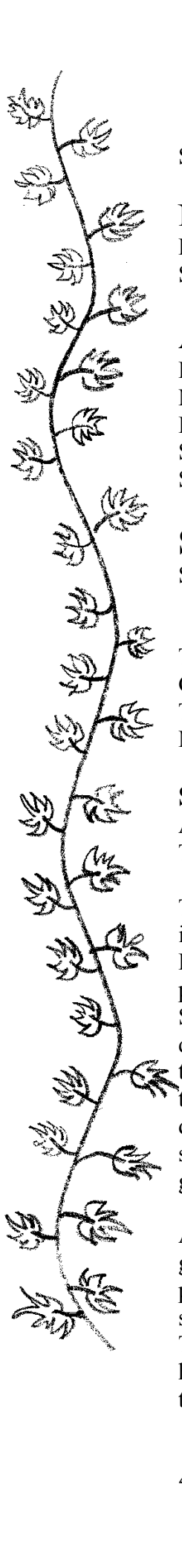
Anthropomorphism – 4

Technology - 2

Sam Ham the Pickup Man spots the characters trying to get the feather and sees in them a golden opportunity. He will use his Fast Talk skill to bamboozle them into working for him at his Used Car Lot. He will put them to work selling cars. The dumber characters may simply go along with this for a short period of time, but the smarter characters may not be so fooled. This is why Sam Ham has created the Herring Device. It is a device that will allow the characters to catch the Ha-Ha bird. He promises to give it to the characters if they sell a certain amount of cars.

Allow the characters to sell a few cars successfully. Lull them into a sense of hopefulness. The GM can allow the bird to show up a few times, possibly even pretending to be discouraged by their progress. This process of building up hope can be encouraged more by having the characters thwart attempts by the Ha-Ha Bird to attack their customers (such as by use of an umbrella).

At some point, Sam Ham will begin to laugh at the characters, telling them of his trickery. He has no machine and will keep their money. Of course, the character might attempt to seek out some kind of revenge at this point. If the characters do not do anything, including yell or get angry with Sam Ham, then they can skip the next encounter. On the other hand, at even the slightest pretext, Sam Ham can consult his good friends the Mayorazor.



Scene 3 – The Mayorazor

Name: The Mayorazor

Kingdom: Domestica

Species: Human

Attributes –

Physical: 4

Mental: 2

Emotional: 1

Spiritual: 1

Social: 3

Species Traits –

Size: 6

Speed: 5

Senses: 2

Traits:

Great Leader

Thick Skin

Magnificent Beast

Supernatural Powers -

Anthropomorphism – 4

Technology - 2

The Mayorazor speaks with an indistinguishable but very thick accent. He will arrive with a large squad of police should they threaten his cousin Sam. Arrival will be supernaturally quick. The characters will be indicted, tried and sentenced by the Mayorazor in the span of a few paragraphs. He decides that since the characters worked so hard to earn money for Sam, he'll give them a thirty-second head start.

After about a minute (the Mayorazor gets lost and sometimes forgets to count properly after 10) then they will hear the sound of horns and baying of hounds. The hunters have now become the hunted. Initially, there will be no sign of the Ha-Ha bird, and they will have a

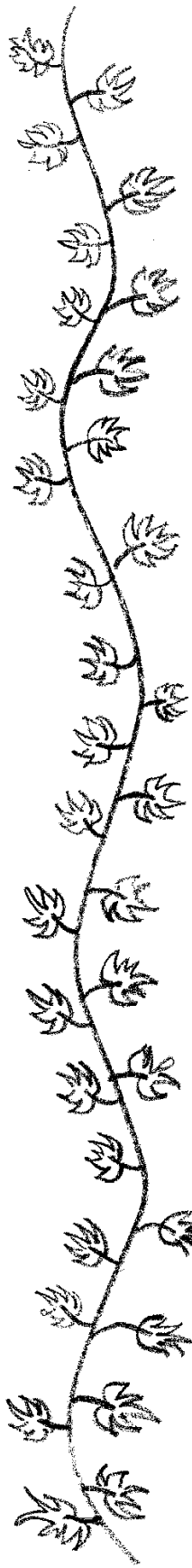
welcome respite from their constant taunting at the hands of the creature.

The hunt should be enough to frighten the characters into running but never actually catch up. At some point, they will hear the cry of the HA-HA bird followed by a dismayed cry. A short while later, they will conveniently overhear (from wherever they are) that the bird has been captured by the Mayorazor and that they plan on eating him tonight for dinner.

Scene 4 – Having a Party

The Mayorazor has invited all of his friends over for dinner. The bird is kept in a cage in the middle of the party. If the characters attempt to enter in a disguised format, let them succeed. Indeed, just about any scheme to enter the party will meet with little problem since the Mayorazor's primary concerns at the moment are guarding the bird from ravenous partygoers that might try to get a sample before the bird is ready to be cooked.

The only weapons permitted in the room are those carried by the security guards, who are armed to a ridiculous degree. However, because they plan to cook the bird five minutes before dinner, the Mayorazor has had a special grill made up that uses Rocket Fuel. There are several canisters of this stacked up in the corner. While it might be tempting to let the characters blow up the entire building, this should be discouraged. If it simply must be permitted (as one is wisely wont to do with endings involving explosions) then make sure to have the HA-HA bird be the only one to survive as it flutters away, while everyone else wakes up being tormented in the appropriate after life.



If the characters do not blow the party up, then the dinner will begin. The Ha-Ha bird will almost be cooked at this point, however, because it is impossible for this to actually happen, a large sinkhole opens up in the center of the floor causing everyone inside to fall towards his or her painful doom. BEFORE everyone (but the Ha-Ha bird) ends up being tormented in the appropriate after life, it might be amusing to let the characters climb on several ladders, rocks, walls etc that are slowly sliding into the pit to give them the illusion of a hope of survival. What were they thinking?

Plot Ideas

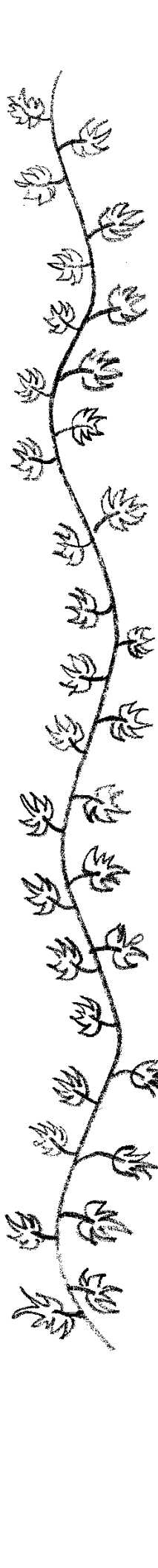
Beautiful Sunrise – The characters all get up early in the morning in search of the perfect sunrise, but all of nature conspires against them to prevent them from being able to enjoy it. This can be anything from random rain clouds to horseshoes being tossed at their heads from an area where they cannot see. They will finally get to see the sun rise, only to see it go Nova.

Can't Sleep – All of the characters are locked up in a room with each other and can't sleep. They will start out cranky but slowly work their way towards greater and greater amounts of insanity. The ideal situation would be that the characters' mere presence causes each other to be unable to sleep in any capacity, thus slowly driving them to greater degrees of madness.

Rat Race – The characters all work in the same corporate office. The boss is going on vacation, and has left a complex flow chart of who is in charge

for what occasion. Mass chaos and carnage ensues as the characters each try to out do the other in terms of being in charge. Nothing they do matters and ultimately causes the economy to collapse as a result of their negligent actions.

The Blue Balloon – A small sentient balloon befriends the character that is constantly in danger of being popped. The characters can try to save the balloon many times before it is inexplicably hit by a freight train, preferably where there is no train track of any kind. The balloon will be very sad but friendly, thus encouraging the characters to do things to try to cheer it up such as take it to tea parties and things like that.



Yellow Lens

The yellow lens is the lens that shows politics as it really is; no punches pulled, no holds barred. Politics is normally a forbidden subject in many polite circles, but it is also the subject of friendly debate in others. One of the most powerful tools used in shaping society is the political adventure or analogy. An excellent example of this came from Jonathan Swift's *Gulliver's Travels* or Lewis Carroll's *Alice and Wonderland*. The key to a yellow lens game is to highlight the idiocy of the world at large and the political ramifications there from.

Of course, one thing that makes a Yellow Lens game slightly different from other types is that the world is already biased in one direction. That is to say, that it is concentrated in its opinions into the form of the GM, who has ultimate power over the characters. The ideal circumstances here would be for the GM to provide a neutral backlog and allow the characters to demonstrate their political beliefs through their actions.

How does this actually work? Well, there are a lot of ways of doing this, but one of them is the analogy. *Animal Farm* by George Orwell was about the excesses and dangers of communism. If the characters are all animals then they could theoretically be on a farm. Of course, there are many films that have political symbolism, sometimes in children's films or something in adult fiction. One thing to keep in mind is that with a properly done analogy sometimes there is a balance between blatant

moralizing and obtuse references that only an academic can understand.

A properly run Yellow lens game can either be the greatest of potential discussions or it can also be the chance to make everyone hate each other. Think long and hard before running a Yellow lens game, because while it can be a wonderful experience, it can also breed resentment. Of course, if absolutely everyone at the table is of the same political persuasion, then the game could take more of a direction like the political adventures of WWII.

Ambiance in a Yellow Game

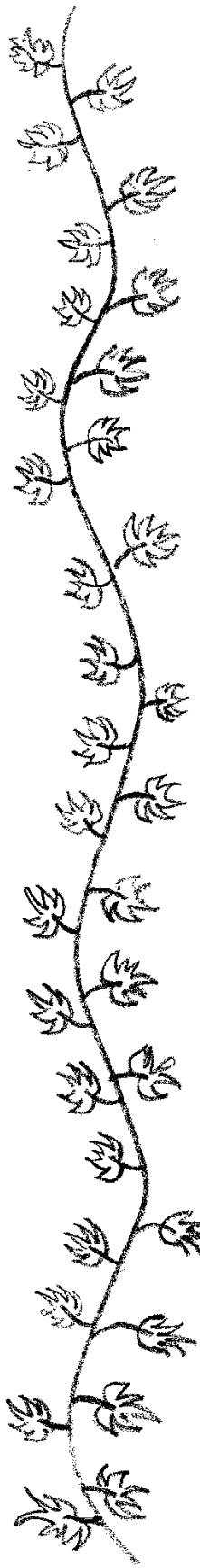
The ambiance for a Yellow Lens game can take some thinking. The first way to achieve a proper ambiance for the game might involve sprinkling the area with a few stacks of appropriate books such as some of those mentioned above. More recent political books might also do the trick.

The second way that the GM can work in this way is to sprinkle the area with props related to whatever analogy he is working with. For example, if the entire game takes place on a cruise ship, having a seafood platter with several nautical themed elements scattered about the room might help as well. The music will vary greatly based on the mood of the players but should at least be somewhat similar to the political and/or allegorical nature of the Lens.

The Great Journey to Somewhere

Scene 1 – A Text Box

The characters are sent an email with an attached document on it that contains a



text box. It also says, "Immediate Interactive Nuerodynamics". The information contained therein has the location of somewhere that the character has always wanted to go on vacation. If the players have chosen characters that have no desire to go on vacation, then the text box contains a small count down clock. The characters that want to go on vacation are informed of an extremely cheap ticket that will take them to their destination. Meanwhile, when the countdown clock runs out, a meteor hits their house, destroying all of it except for the character and the terminal with the text box. The text box will then list an address with the location of the individual responsible for their misery and how to get there to find them.

The first step of their journey involves showing up at a bus stop. When they arrive at the bus stop, a small tactical nuclear weapon will destroy the whole thing. From this point on, the characters should slowly begin dying from radiation sickness. Among the rubble of the bus stop, another text box on a piece of paper shows the location of their next destination. This piece of paper can, if necessary blow out of the rubble and fly into the face of one of the characters.

A short while later, a van shows up that will take the characters to the next part of their destination. If they are smart, the characters will not get into the van. Unfortunately, this van is the only way to progress in the adventure. If they are unwilling to continue, inform them that you have emergency back up characters that are far stupider and willing to move along with the plot. For those that do not get on the van, congratulate them about their wisdom. Also inform that they die several days later from

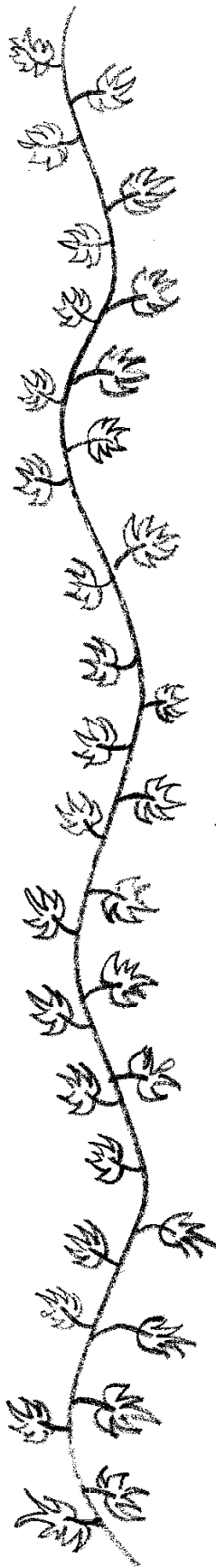
radiations sickness. A volcano along the way destroys the van, killing everyone inside immediately as it forms.

Scene 2 – Waiting

The characters appear on a subway. There are no ghosts on the subway. The subway does, however, contain thousands of children that have dropped out of school. If the characters exhibit the ability to read, they will be asked by the children to teach them. Assuming they do so, they will be spared a second death as the subway crashes into a nearby wall at the end of the tunnel. Assuming the characters are clever enough to go to the front of the subway car and attempt to stop the subway car, allow them to stop the car and then get bitten by the poison snake underneath the driver's seat.

Those spared death will notice that the subway car reverses itself and then reassembles itself. Those that had died [ie those that did not feel it worth their time to teach the children to read] will simply reappear with the children when the train reassembles itself. If the characters attempt to do anything but teach the children, they will die horrible deaths. Education is important and mandatory. It is vital that the characters learn this. Those that fail to do so will die more and painful deaths each and every time. Those that consistently refuse to do so until the GM stops repeating this over and over again [at least seven times is recommended] will find themselves appear in a dining car, which did not previously exist, loaded with food. The food is poisoned.

At some point, if a clever character figures out that they are being watched



[tiny cameras in the car], allow them to trace the wire to a hidden door in the train. If they open the door, then have it suck them in a vacuum into a room filled with poisoned spikes. The important thing is that the characters understand the value of education and that they have to die over and over again to teach the children. If the characters get bored, feel free to move on with the plot.

Scene 3 – The Animal Rights Protest

At this point, the characters will begin to leap from body to body in a large animal rights protest. Sometimes, they are the animals. There are many animals being tested, but some of the more disgusting animals include bats, tarantulas, slime mold, flies, snakes and dung beetles. There are also dogs, cats, ducks and fish just to name a few. There are also researchers and countless protestors outside. There are a number of policemen outside as well, as well as innocent bystanders.

There is a clock on the wall that reads 5:32 seconds. This is the approximate amount of time that the players should have to figure out what is going on in real time. At the end of this time, one of the animals distributes flatulence that kills everyone. A corpse falling out a nearby window kills anyone clever enough to find a gas mask or hold his or her breath. Anyone clever enough to avoid being killed by the falling corpse dies by sniper bullet. Anyone clever enough to avoid being killed by the falling corpse is killed by the cortex bomb placed into their skull that is detonated by remote control.

Each time that the character dies they reappear in a different role. The

objective here is to show the characters that everyone has a different perspective. Once they understand that this is the goal, they will stop dying.

Scene 4 – Support Your Local Politician

Name: Martin Bob/Bob
Martin

Kingdom: Domestica

Species: Human

Attributes –

Physical: 2

Mental: 3

Emotional: 2

Spiritual: 1

Social: 4

Species Traits –

Size: 6

Speed: 5

Senses: 2

Traits:

Adroit Liar

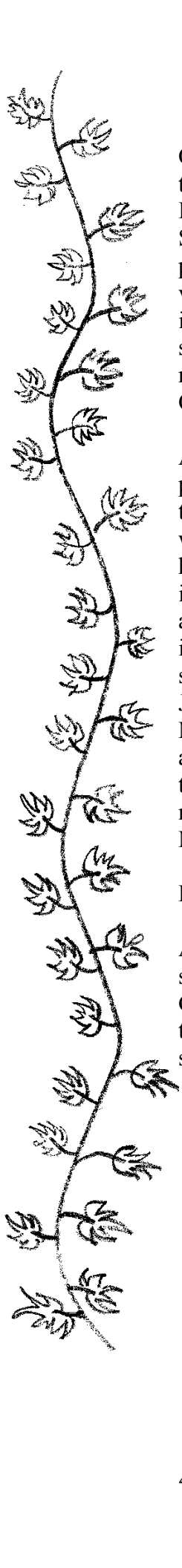
Dishonoest

Supernatural Powers -

Anthropomorphism – 4

Technology - 2

After the characters have died a number of times, they will ‘wake up’ where they previously saw the Text Box for the very first time. The text box will then change to say, “Support Marvin Bob. Marvin Bob is in favor of Animal.” The text box does not say Animal-what. It further has a tiny bit of disclaimer text at the bottom which says, “Due to the Advocacy Removal Act of 1789, Political Candidates can use whatever means are necessary to convey their message.”



Of course, it is entirely up to the GM as to whether this highly disturbing Interactive Reality Immersion Simulation was in fact Marvin Bob, or a ploy by his rival, Bob Marvin to get the voters upset. Both candidates should be immediately accessible to the players should they attempt to do so. They are running for State Agriculture Commissioner.

Any attempt to summon the police will prove pointless. It is entirely legal for the candidates to do what they did, as well as numerous other laws that they have had written to make themselves immune from prosecution. More violent action may be futile but possible, though if they do so, the respective candidate's son runs under the same name but with a Jr. attached. If necessary, there is a Marvin Bob the III waiting in the wings as well. If the characters create a similar text box and use it on the politicians, that might get them to change their mind. Maybe.

Plot Ideas

Animal School – The animals of a school take it over and run it. Hamsters, Gerbils, Mice, Snakes, and Fish all run the place. Of course, this might be somewhat difficult for them to do, but

they can always hire mercenaries in the form of Rats, Dogs, Cats, and of course the Sheep from a nearby field. The animals think they know how to run the school better than the humans do.

Watership Up – A bunch of young children have commandeered a rowboat and are making a protest against the wastefulness of war and violence by rowing across a nearby body of water. Of course, one of the children has rigged several nearby ships with explosives to show just how bad violence really is.

Twinkle of An Eye – Giant eyes have begun to float around and watch people. No one knows whom the eyes work for, or what that person is doing, but the eyes become more and more pervasive. Eventually, a man with a mysterious agenda arrives, slowly using the dark secrets he has been able to collect to control the town.

Danger Danger Danger – The apartment building that the characters live in is slated for demolition. As they attempt to stop the bulldozers, they discover that their homes have been sold to make way for a hotel. The local city council is behind the developers one hundred percent. Can the characters do something to stop it?